

*(A2)* Please replace the paragraph beginning at page 3, line 28 of the specification with the following paragraph.

--By programming electronic video machines to permit players to play independent games or to play such independent games simultaneously and/or in conjunction with other independent games. Pay tables with lower odds and larger jackpots could be created for such new games and/or bonuses. This strategy would also allow for a higher volume of "coin in" by allowing the player(s) to place multiple wagers on multiple games using a independent electronic video machine or networked independent electronic video machine. This method would create a new dimension of game play for players and the gaming industry.--

*(A3)* Please replace the paragraph beginning at page 6, line 1 of the specification with the following paragraph.

--It is a still further object of the present invention to provide a method of game play on an electronic gaming machine that allows for lower odds by creating, based upon a player's selection of games, pay tables for new games and/or bonuses. These newly created or create-able pay tables will in turn provide players the opportunity to play for higher jackpots and bonuses.--

*(A4)* Please replace the paragraph beginning at page 7, line 32 of the specification with the following paragraph.

--The method of game play under the present invention permits new games and/or bonuses to be created with lower odds and higher paybacks for the player(s) that can be used for large jackpots and/or in conjunction with networked gaming systems, progressive and wide-area progressive, and internet gaming systems. The variety of game pay tables that can be used to create new game and/or bonuses for the player is limited only to the programmer and the options programmed into the chosen gaming apparatus.--

Please replace the paragraph beginning at page 8, line 26 of the specification with the following paragraph.

--It is still another important object of the method of the present invention to permit the player(s) to choose the combination of independent progressive and non-progressive games, for example, different odds and pay tables, game styles, denominations, and wagers, to be played simultaneously and/or in conjunction with other independent progressive and non-progressive games, i.e., different odds and pay tables, game styles, denominations, and wagers on more than one electronic gaming apparatus. The games and wagers selected by the player then become parameters in pay tables created from the predetermined indicia of the independent progressive and non-progressive games to create new progressive and wide-area progressive games. This is made possible under the present invention by permitting play on one or more independent gaming machine that is simultaneous and/or in conjunction with machine games. It is thus possible to combine the odds of the independent games to create "combination" games having lower odds.--

Please replace the paragraph beginning at page 27, line 29 of the specification with the following paragraph.

--FIG. 20 is a representation of draw poker hand frequencies created from the method of the present invention. By allowing the player the option to play more than one game at a time, the interplay of the independent game hand frequencies creates combination game hand frequencies with low odds that can be used for bonus pays and new games.--